35. (Newly Added) The gaming device of Claim 34, wherein the non-targets which are within said predetermined proximity from said target are spatially related to said target.

36. (Newly Added) The gaming device of Claim 34, wherein the non-targets which are within said predetermined proximity from said target are numerically related to said target.

37. (Newly Added) The gaming device of Claim 36, wherein at least one non-target within said predetermined proximity from said target is located numerically above said target, and at least one non-target within said predetermined proximity from said target is located numerically below said target.

38. (Newly Added) The gaming device of Claim 34, wherein said sound effect includes a message describing the location of said target relative to the selected non-target.

39. (Newly Added) The gaming device of Claim 34, wherein the plurality of non-targets includes at least one non-target which does not have an associated sound effect.

40. (Newly Added) The gaming device of Claim 34, wherein said processor provides an award to a player when said target is selected.

41. (Newly Added) The gaming device of Claim 40, wherein said processor causes the speaker to generate a second different sound effect when said target is selected.

42. (Newly Added) The gaming device of Claim 41, wherein said processor causes the speaker to generate a third different sound effect when said award is provided to the player.

43. (Newly Added) The gaming device of Claim 34, wherein the target or one of the non-targets is processor selected.

44. (Newly Added) The gaming device of Claim 34, wherein the target or one of the non-targets is player selected.

45. (Newly Added) A gaming device comprising:

a target;

a plurality of non-targets including at least two non-targets which are each within a same predefined distance from said target;

a display device adapted to display said target and non-targets;

means for selecting said target and non-targets;

at least one sound effect associated with said predefined distance; and

means for generating the sound effect when the selecting means selects one of the non-targets which is within said predefined distance from said target.

46. (Newly Added) The gaming device of Claim 45, wherein said sound effect includes a message describing the location of said target.

47. (Newly Added) A gaming device comprising:

a target;

a plurality of non-targets including at least two non-targets which are each a same first predetermined proximity from said target and including at least two non-targets which are each a same second predetermined proximity from said target;

a display device adapted to display said target and non-targets;

at least one speaker;

a first sound effect associated with said first predetermined proximity;

a second sound effect, which is different from the first sound effect, associated with said second predetermined proximity; and

a processor for causing selection of said target or one of the non-targets, and causing the speaker to generate said first sound effect when one of the non-targets

within said first predetermined proximity from said target is selected, and to generate said second different sound effect when one of the non-targets within said second predetermined proximity from said target is selected.

48.   (Newly Added) The gaming device of Claim 47, wherein the target or one of the non-targets is processor selected.

49.   (Newly Added) The gaming device of Claim 47, wherein the target or one of the non-targets is player selected.

50.   (Newly Added) A gaming device comprising:
    a target;
    a plurality of non-targets;
    a display device adapted to display said target and non-targets;
    at least one speaker;
    a plurality of sound effects; and
    a processor for causing selection of said target or one of said non-targets, causing the speaker to generate a first sound effect randomly chosen from said sound effects when one of said non-targets is selected, and causing the speaker to generate a different sound effect randomly chosen from said sound effects each time one of said non-targets is selected.

51.   (Newly Added) The gaming device of Claim 50, wherein the target or one of the non-targets is processor selected.

52.   (Newly Added) The gaming device of Claim 50, wherein the target or one of the non-targets is player selected.

53.   (Newly Added) A gaming device comprising;

a target;

a plurality of non-targets;

a display device adapted to display said target and non-targets;

at least one speaker;

a plurality of sound effects; and

a processor for causing selection of said target or one of the non-targets, causing the speaker to generate a first sound effect chosen from said sound effects when one of said non-targets is selected, and causing the speaker to generate a second different sound effect chosen from said sound effects when the same non-target is selected.

54.   (Newly Added) The gaming device of Claim 53, wherein the target or one of the non-targets is processor selected.

55.   (Newly Added) The gaming device of Claim 53, wherein the target or one of the non-targets is player selected.

56.   (Newly Added) A gaming device comprising;

a target;

a plurality of non-targets;

a display device adapted to display said target and non-targets;

at least one speaker;

a sound effect;

a predetermined number of times associated with the non-targets; and

a processor for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets is selected, and upon reaching said predetermined number, causing the speaker to generate said sound effect when one of the non-targets is selected.

57. (Newly Added) The gaming device of Claim 56, wherein the target or one of the non-targets is processor selected.

58. (Newly Added) The gaming device of Claim 56, wherein the target or one of the non-targets is player selected.

59. (Newly Added) A gaming device comprising:

a target;

a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;

a display device adapted to display said target and non-targets;

at least one speaker;

a sound effect associated with said predetermined proximity;

a predetermined number of times associated with said predetermined proximity from said target; and

a processor for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets within said predetermined proximity from said target is selected, and upon reaching said predetermined number, causing the speaker to generate said sound effect when said processor selects one of the non-targets within said predetermined proximity from said target.

60. (Newly Added) The gaming device of Claim 59, wherein the target or one of the non-targets is processor selected.

61. (Newly Added) The gaming device of Claim 59, wherein the target or one of the non-targets is player selected.

62.   (Newly Added) A gaming device comprising:

a target;

a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;

a display device adapted to display said target and non-targets;

at least one speaker;

a first sound effect associated with said predetermined proximity;

a second sound effect, which is different from the first sound effect, associated with said predetermined proximity;

a predetermined number of times associated with said predetermined proximity from said target; and

a processor for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets within said predetermined proximity from said target is selected, causing the speaker to generate said first sound effect when one of the non-targets within said predetermined proximity from said target is selected, and upon reaching said predetermined number, causing the speaker to generate said second different sound effect when one of the non-targets within said predetermined proximity from said target is selected.

63.   (Newly Added) The gaming device of Claim 62, wherein the target or one of the non-targets is processor selected.

64.   (Newly Added) The gaming device of Claim 62, wherein the target or one of the non-targets is player selected.

65.   (Newly Added) A gaming device comprising:

a path;

a fleeing element which moves along said path;

a chasing element which moves along said path;

a display device adapted to display said path, chasing element and fleeing element;

a predetermined proximity of said fleeing element from said chasing element;

at least one speaker;

a sound effect associated with said predetermined proximity; and

a processor for causing the display device to display said fleeing element moving a first random distance along said path and said chasing element moving a second random distance along said path, and causing the speaker to generate said sound effect when said chasing element is within said predetermined proximity from said fleeing element.

66.   (Newly Added) The gaming device of Claim 65, which includes said processor causing the display device to display an audio-visual animation displaying said fleeing element and said chasing element moving along said path.

67.   (Newly Added) A gaming device comprising:

a path;

a fleeing element which moves along said path;

a chasing element which moves along said path;

a display device adapted to display said path, chasing element and fleeing element;

a predetermined proximity of said fleeing element from said chasing element;

at least one speaker;

a sound effect associated with said predetermined proximity; and

a processor for causing the display device to display said fleeing element moving a first random distance along said path and said chasing element moving a second random distance along said path, and causing the speaker to generate said sound effect when said chasing element is outside of said predetermined proximity from said fleeing element.

68.   (Newly Added) The gaming device of Claim 67, which includes said processor causing the display device to display an audio-visual animation displaying said fleeing element and said chasing element moving along said path.

69.   (Newly Added) A gaming device comprising:

a plurality of targets;

a display device adapted to display said targets;

at least one speaker;

a first plurality of sound effects; and

a processor for causing selection of one of said targets or none of said targets, and causing the speaker to generate a first sound effect chosen from said first plurality of sound effects when none of said targets are selected and causing the speaker to generate a different sound effect chosen from said first plurality of sound effects each consecutive time none of said targets are selected.

70. (Newly Added) The gaming device of Claim 69, which further includes a second different plurality of sound effects from which said processor chooses a second sound effect and causes the speaker to generate the second sound effect when one of said targets is selected, and from which said processor chooses a different sound effect and causes the speaker to generate the different sound effect each consecutive time one of said targets is selected.

71. (Newly Added) The gaming device of Claim 69, wherein one of the targets is processor selected.

72. (Newly Added) The gaming device of Claim 69, wherein one of the targets is player selected.

73. (Newly Added) The gaming device of Claim 69, which further includes an activator which is activated by a player to cause the processor to select one of said targets or one of said non-targets.

74. (Newly Added) A gaming device comprising:
   a pitfall;
   a plurality of non-pitfalls including at least two non-pitfalls which are each a same predetermined proximity from said pitfall;
   a display device adapted to display said pitfall and non-pitfalls;
   at least one speaker;
   a sound effect associated with said predetermined proximity; and
   a processor for causing selection of said pitfall or one of the non-pitfalls, and causing said speaker to generate said sound effect when one of the non-pitfalls within said predetermined proximity from said pitfall is selected.

75. (Newly Added) The gaming device of Claim 74, wherein the non-pitfalls which are within said predetermined proximity from said pitfall are spatially related to said pitfall.

76.   (Newly Added) The gaming device of Claim 74, wherein the non-pitfalls which are within said predetermined proximity from said pitfall are numerically related to said pitfall.

77.   (Newly Added) The gaming device of Claim 74, wherein at least one non-pitfall within said predetermined proximity from said pitfall is located numerically above said pitfall, and at least one non-pitfall within said predetermined proximity from said pitfall is located numerically below said pitfall.

78.   (Newly Added) The gaming device of Claim 74, wherein said sound effect includes a message describing the location of said pitfall relative to the selected non-pitfall.

79.   (Newly Added) The gaming device of Claim 74, wherein the plurality of non-pitfalls includes at least one non-pitfall which does not have an associated sound effect.

80.   (Newly Added) The gaming device of Claim 74, wherein said processor terminates selection of said pitfall or one of the non-pitfalls after said pitfall is selected.

81.   (Newly Added) The gaming device of Claim 80, wherein said processor causes the speaker to generate a second different sound effect when said pitfall is selected.

82.   (Newly Added) The gaming device of Claim 74, wherein the pitfall or one of the non-pitfalls is processor selected.

83.   (Newly Added) The gaming device of Claim 74, wherein the pitfall or one of the non-pitfalls is player selected.

84.   (Newly Added) A gaming device comprising:

a pitfall;

a plurality of non-pitfalls including at least two non-pitfalls which are each within a same predefined distance from said pitfall;

a display device adapted to display said pitfall and non-pitfalls;

means for selecting said pitfall and non-pitfalls;

at least one sound effect associated with said predefined distance; and

means for generating the sound effect when the selecting means selects one of the non-pitfalls which is within said predefined distance from said pitfall.

85.   (Newly Added) The gaming device of Claim 84, wherein said sound effect includes a message describing the location of said pitfall.

86.   (Newly Added) A gaming device comprising:

a pitfall;

a plurality of non-pitfalls including at least two non-pitfalls which are each a same first predetermined proximity from said pitfall and including at least two non-pitfalls which are each a same second predetermined proximity from said pitfall;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a first sound effect associated with said first predetermined proximity;

a second sound effect, which is different from the first sound effect, associated with said second predetermined proximity; and

a processor for causing selection of said pitfall or one of the non-pitfalls, and causing the speaker to generate said first sound effect when one of the non-pitfalls within said first predetermined proximity from said pitfall is selected, and to generate said second different sound effect when one of the non-pitfalls within said second predetermined proximity from said pitfall is selected.

87.   (Newly Added) The gaming device of Claim 86, wherein the pitfall or one of the non-pitfalls is processor selected.

88.   (Newly Added) The gaming device of Claim 86, wherein the pitfall or one of the non-pitfalls is player selected.

89.   (Newly Added) A gaming device comprising:

a pitfall;

a plurality of non-pitfalls;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a plurality of sound effects; and

a processor for causing selection of said pitfall or one of said non-pitfalls, causing the speaker to generate a first sound effect randomly chosen from said sound effects when one of said non-pitfalls is selected, and causing the speaker to generate a different sound effect randomly chosen from said sound effects each time one of said non-pitfalls is selected.

90.   (Newly Added) The gaming device of Claim 89, wherein the pitfall or one of the non-pitfalls is processor selected.

91.   (Newly Added) The gaming device of Claim 89, wherein the pitfall or one of the non-pitfalls is player selected.

92. (Newly Added) A gaming device comprising;

a pitfall;

a plurality of non-pitfalls;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a plurality of sound effects; and

a processor for causing selection of said pitfall or one of the non-pitfalls, causing the speaker to generate a first sound effect chosen from said sound effects when one of said non-pitfalls is selected, and causing the speaker to generate a second different sound effect chosen from said sound effects when the same non-pitfall is selected.

93. (Newly Added) The gaming device of Claim 92, wherein the pitfall or one of the non-pitfalls is processor selected.

94. (Newly Added) The gaming device of Claim 92, wherein the pitfall or one of the non-pitfalls is player selected.

95. (Newly Added) A gaming device comprising:

a pitfall;

a plurality of non-pitfalls;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a sound effect;

a predetermined number of times associated with the non-pitfalls; and

a processor for causing selection of said pitfall or one of the non-pitfalls, counting the number of times one of the non-pitfalls is selected, and upon reaching said predetermined number, causing the speaker to generate said sound effect when one of the non-pitfalls is selected.

96. (Newly Added) The gaming device of Claim 95, wherein the pitfall or one of the non-pitfalls is processor selected.

97.   (Newly Added) The gaming device of Claim 95, wherein the pitfall or one of the non-pitfalls is player selected.

98.   (Newly Added) A gaming device comprising:

a pitfall;

a plurality of non-pitfalls including at least two non-pitfalls which are each a same predetermined proximity from said pitfall;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a sound effect associated with said predetermined proximity;

a predetermined number of times associated with said predetermined proximity from said pitfall; and

a processor for causing selection of said pitfall or one of the non-pitfalls, counting the number of times one of the non-pitfalls within said predetermined proximity from said pitfall is selected, and upon reaching said predetermined number, causing the speaker to generate said sound effect when said processor selects one of the non-pitfalls within said predetermined proximity from said pitfall.

99.   (Newly Added) The gaming device of Claim 98, wherein the pitfall or one of the non-pitfalls is processor selected.

100.   (Newly Added) The gaming device of Claim 98, wherein the pitfall or one of the non-pitfalls is player selected.

101.   (Newly Added) A gaming device comprising:

a pitfall;

a plurality of non-pitfalls including at least two non-pitfalls which are each a same predetermined proximity from said pitfall;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a first sound effect associated with said predetermined proximity;

a second sound effect, which is different from the first sound effect, associated with said predetermined proximity;

a predetermined number of times associated with said predetermined proximity from said pitfall; and

a processor for causing selection of said pitfall or one of the non-pitfalls, counting the number of times one of the non-pitfalls within said predetermined proximity from said pitfall is selected, causing the speaker to generate said first sound effect when one of the non-pitfalls within said predetermined proximity from said pitfall is selected, and upon reaching said predetermined number, causing the speaker to generate said second different sound effect when one of the non-pitfalls within said predetermined proximity from said pitfall is selected.

102.   (Newly Added) The gaming device of Claim 101, wherein the pitfall or one of the non-pitfalls is processor selected.

103.   (Newly Added) The gaming device of Claim 101, wherein the pitfall or one of the non-pitfalls is player selected.

104. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a target;

    (b)   displaying a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;

    (c)   selecting either said target or one of the non-targets; and

    (d)   generating a sound effect associated with said predetermined proximity when one of said non-targets selected is within said predetermined proximity.

105. (Newly Added) The method of Claim 104, wherein said sound effect includes a message describing the location of said target relative to the selected non-target.

106. (Newly Added) The method of Claim 104, wherein said plurality of non-targets includes at least one non-target which does not have an associated sound effect.

107. (Newly Added) The method of Claim 104, which further includes providing an award to a player when said target is selected.

108. (Newly Added) The method of Claim 104, which further includes generating a second different sound effect when said target is selected.

109. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a target;

    (b)   displaying a plurality of non-targets including at least two non-targets which are each within a same predefined distance from said target;

    (c)   selecting either said target or one of the non-targets; and

    (d)   generating a sound effect associated with said predefined distance when one of said non-targets selected is within said predefined distance.

110. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a target;

    (b)   displaying a plurality of non-targets including at least two non-targets which are each a same first predetermined proximity from said target and including at least two non-targets which are each a same second predetermined proximity from said target;

    (c)   selecting either said target or one of the non-targets;

    (d)   generating a first sound effect associated with said first predetermined proximity when one of the non-targets selected is within said first predetermined proximity; and

    (e)   generating a second different sound effect associated with said second predetermined proximity when one of the non-targets selected is within said second predetermined proximity.

111. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a target;

    (b)   displaying a plurality of non-targets;

    (c)   selecting either said target or one of the non-targets;

    (d)   generating a first sound effect randomly chosen from a plurality of sound effects when one of said non-targets is selected;

    (e)   selecting either said target or one of the non-targets; and

    (f)   generating a second different sound effect randomly chosen from said plurality of sound effects when one of said non-targets is consecutively chosen.

112. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a target;

    (b)   displaying a plurality of non-targets;

    (c)   selecting either said target or one of the non-targets;

    (d)   generating a first sound effect when a non-target from the non-targets is selected;

    (e)   selecting either said target or one of the non-targets; and

    (f)   generating a second different sound effect when said same non-target is consecutively selected.

113. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a target;

    (b)   displaying a plurality of non-targets;

    (c)   selecting either said target or one of the non-targets a plurality of times;

    (d)   counting the number of times one of the non-targets is selected;

    (e)   reaching a predetermined number of times one of the non-targets is selected; and

    (f)   generating a sound effect when one of the non-targets is selected after the predetermined number of times is reached.

114. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a target;

    (b)   displaying a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;

    (c)   selecting either said target or one of the non-targets a plurality of times;

    (d)   counting the number of times one of the non-targets is selected from within said predetermined proximity from said target;

    (e)   reaching a predetermined number of times one of the non-targets is selected from within said predetermined proximity from said target; and

    (f)   generating a sound effect when one of the non-targets is selected from within said predetermined proximity from said target after the predetermined number of times is reached.

115. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a target;

    (b)   displaying a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;

    (c)   selecting either said target or one of the non-targets a plurality of times;

    (d)   generating a first sound effect when one of the non-targets is selected from within said predetermined proximity;

    (e)   counting the number of times one of the non-targets is selected from within said predetermined proximity from said target;

    (f)   reaching a predetermined number of times one of the non-targets is selected from within said predetermined proximity from said target; and

    (g)   generating a second different sound effect when one of the non-targets is selected from within said predetermined proximity from said target after the predetermined number of times is reached.

116. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a path;

    (b)   displaying a fleeing element;

    (c)   displaying a chasing element;

    (d)   moving said fleeing element a first random distance along said path;

    (e)   moving said chasing element a second random distance along said path; and

    (f)   generating a sound effect when said chasing element is within a predetermined proximity from said fleeing element.

117. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a path;

    (b)   displaying a fleeing element;

    (c)   displaying a chasing element;

    (d)   moving said fleeing element a first random distance along said path;

    (e)   moving said chasing element a second random distance along said path; and

    (f)   generating a sound effect when said chasing element is outside a predetermined proximity from said fleeing element.

118. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a plurality of targets;

    (b)   randomly selecting none of said targets or one of said targets;

    (c)   generating a first sound effect chosen randomly from a first plurality of sound effects when no target is selected;

    (d)   generating a second sound effect chosen randomly from a second different plurality of sound effects when one of the targets is selected;

    (e)   randomly selecting none of said targets or one of said targets;

    (f)   generating a third different sound effect chosen randomly from said first plurality of sound effects when no target is selected; and

    (g)   generating a fourth different sound effect chosen randomly from said second different plurality of sound effects when one of the targets is selected.

119. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a pitfall;

    (b)   displaying a plurality of non-pitfalls including at least two non-pitfalls which are each a same predetermined proximity from said pitfall;

    (c)   selecting either said pitfall or one of the non-pitfalls; and

    (d)   generating a sound effect associated with said predetermined proximity when one of said non-pitfalls selected is within said predetermined proximity.

120. (Newly Added) The method of Claim 119, wherein said sound effect includes a message describing the location of said pitfall.

121. (Newly Added) The method of Claim 119, wherein said plurality of non-pitfalls includes at least one non-pitfall which does not have an associated sound effect.

122. (Newly Added) The method of Claim 119, which further includes terminating the selection of either said pitfall or one of the non-pitfalls when said pitfall is selected.

123. (Newly Added) The method of Claim 119, which further includes generating a second different sound effect when said pitfall is selected.

124. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a pitfall;

    (b)   displaying a plurality of non-pitfalls including at least two non-pitfalls which are each within a same predefined distance from said pitfall;

    (c)   selecting either said pitfall or one of the non-pitfalls; and

    (d)   generating a sound effect associated with said predefined distance when one of said non-pitfalls selected is within said predefined distance.

125. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a pitfall;

    (b)   displaying a plurality of non-pitfalls including at least two non-pitfalls which are each a same first predetermined proximity from said pitfall and including at least two non-pitfalls which are each a same second predetermined proximity from said pitfall;

    (c)   selecting either said pitfall or one of the non-pitfalls;

    (d)   generating a first sound effect associated with said first predetermined proximity when one of the non-pitfalls selected is within said first predetermined proximity; and

    (e)   generating a second different sound effect associated with said second predetermined proximity when one of the non-pitfalls selected is within said second predetermined proximity.

126. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a pitfall;

    (b)   displaying a plurality of non-pitfalls;

    (c)   selecting either said pitfall or one of the non-pitfalls;

    (d)   generating a first sound effect randomly chosen from a plurality of sound effects when one of said non-pitfalls is selected;

    (e)   selecting either said pitfall or one of the non-pitfalls; and

    (f)   generating a second different sound effect randomly chosen from said plurality of sound effects when one of said non-pitfalls is consecutively chosen.

127. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a pitfall;

    (b)   displaying a plurality of non-pitfalls;

    (c)   selecting either said pitfall or one of the non-pitfalls;

    (d)   generating a first sound effect when a non-pitfall from the non-pitfalls is selected;

    (e)   selecting either said pitfall or one of the non-pitfalls; and

    (f)   generating a second different sound effect when said same non-pitfall is consecutively selected.

128. (Newly Added) A method of operating a gaming device comprising the steps of:

    (a)   displaying a pitfall;

    (b)   displaying a plurality of non-pitfalls;

    (c)   selecting either said pitfall or one of the non-pitfalls a plurality of times;

    (d)   counting the number of times one of the non-pitfalls is selected;

    (e)   reaching a predetermined number of times one of the non-pitfalls is selected; and

    (f)   generating a sound effect when one of the non-pitfalls is selected after the predetermined number of times is reached.

129. (Newly Added) A method of operating a gaming device comprising the steps of:

(a) displaying a pitfall;

(b) displaying a plurality of non-pitfalls including at least two non-pitfalls which are each a same predetermined proximity from said pitfall;

(c) selecting either said pitfall or one of the non-pitfalls a plurality of times;

(d) counting the number of times one of the non-pitfalls is selected from within said predetermined proximity from said pitfall;

(e) reaching a predetermined number of times one of the non-pitfalls is selected from within said predetermined proximity from said pitfall; and

(f) generating a sound effect when one of the non-pitfalls is selected from within said predetermined proximity from said pitfall after the predetermined number of times is reached.

130. (Newly Added) A method of operating a gaming device comprising the steps of:

(a) displaying a pitfall;

(b) displaying a plurality of non-pitfalls including at least two non-pitfalls which are each a same predetermined proximity from said pitfall;

(c) selecting either said pitfall or one of the non-pitfalls a plurality of times;

(d) generating a first sound effect when one of the non-pitfalls is selected from within said predetermined proximity;

(e) counting the number of times one of the non-pitfalls is selected from within said predetermined proximity from said pitfall;

(f) reaching a predetermined number of times one of the non-pitfalls is selected from within said predetermined proximity from said pitfall; and

(g) generating a second different sound effect when one of the non-pitfalls is selected from within said predetermined proximity from said pitfall after the predetermined number of times is reached.